

SEGA®



The MANSION OF HIDDEN SOULS™

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WARNINGS

READ BEFORE USING YOUR SEGA SATURN

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphone and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Visit Sega's Internet Sites at:

web site:

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ftp site:

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French Instructions/Instructions en français 1-800-872-7342



SEGA SATURN

For America

The Mansion Of Hidden Souls

MANUAL DATA

DATE: AUGUST 31, 1995

PRODUCT MANAGER: LORI VON RUEDEN

MANUAL: JOHN MCCLAIN

GAME TYPE: ADVENTURE

NO. OF PLAYERS: 1 ONLY

PLATFORM: SEGA SATURN

AREA: AMERICA

SEGA™

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Handling Your Sega Saturn CD-ROM

- The Sega Saturn CD-ROM is intended for use exclusively with the Sega Saturn System.
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Saturn CD.

Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

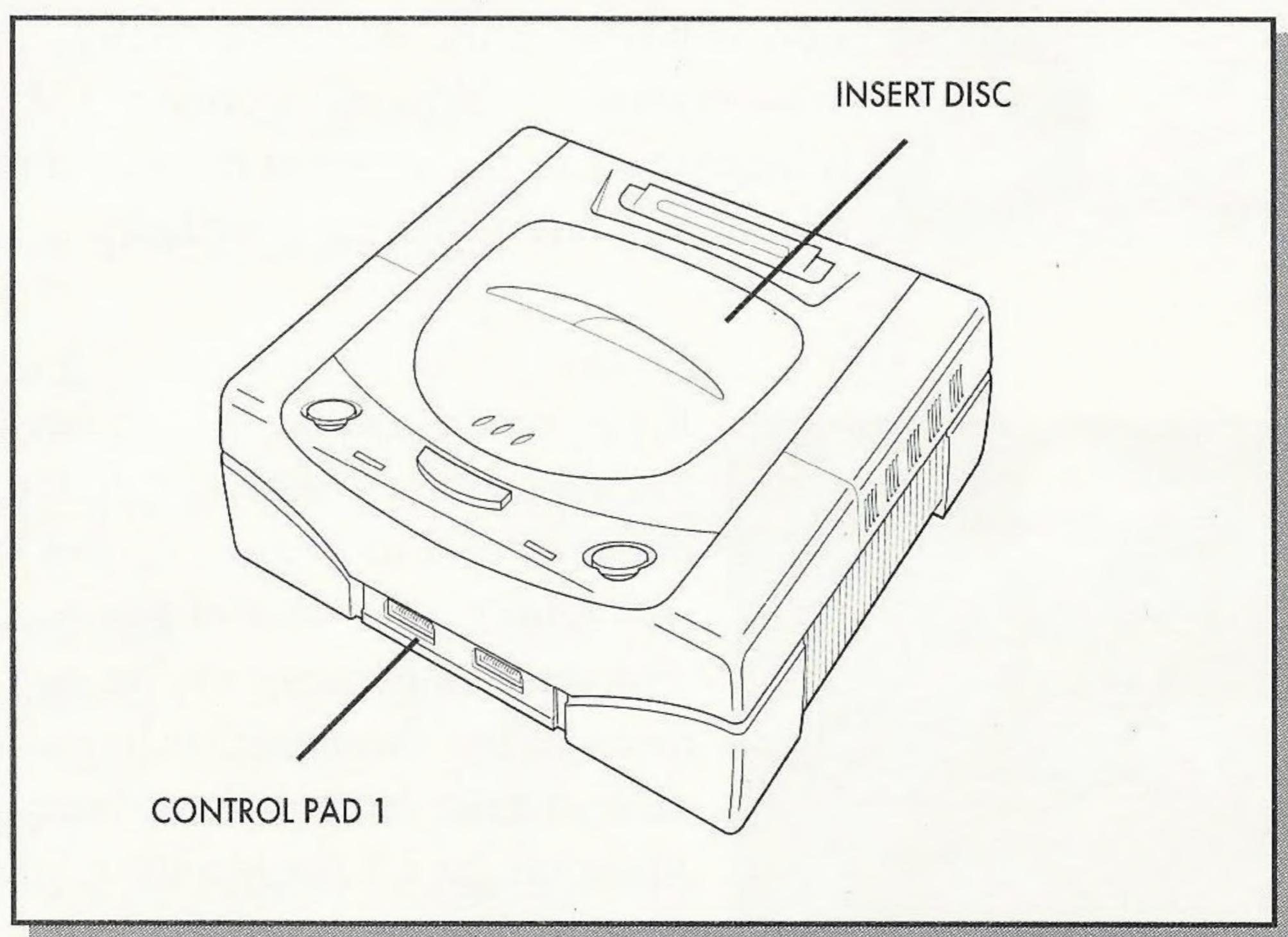
Starting Up: How to Use Your Sega Saturn System

This CD-ROM can only be used with the Sega Saturn System. **Do not attempt to play this CD-ROM on any other CD player.** Doing so may damage the headphones and speakers.

1. Set up your Sega Saturn system by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad 1.
2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game intro starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the game's Title screen. If you wish to return to the Control Panel, press Buttons A, B, C and Start simultaneously at any time.
5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Pad to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of the game will appear.

Important: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out towards the edge.

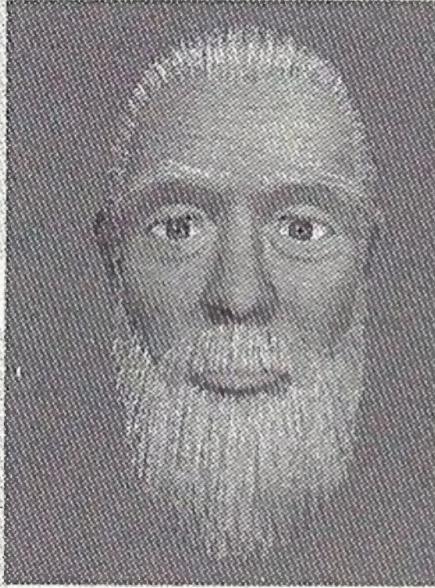
SEGA SATURN SYSTEM



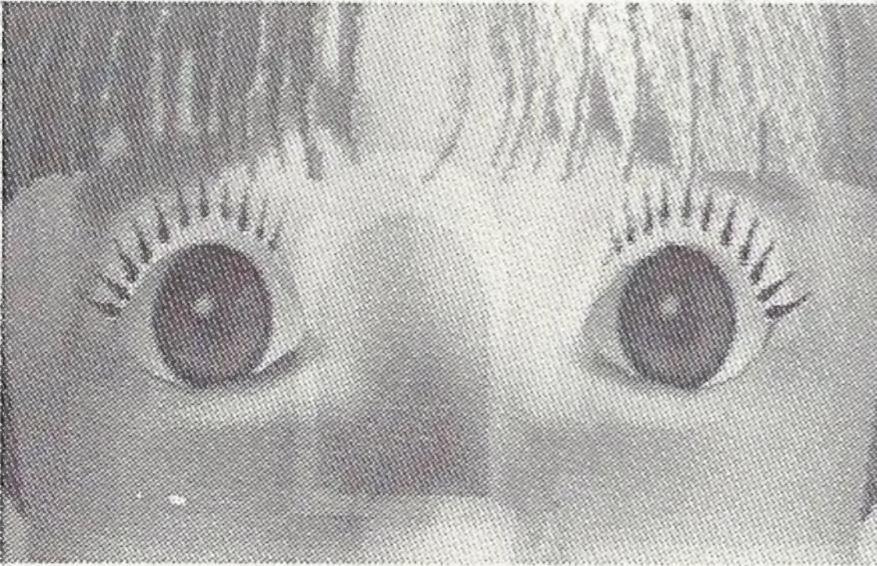
Wings of Light and Darkness



You've been here before. You feel the soul of the house, like a living being inside a cocoon. You've been called here tonight, the night of the full Moon, and you know why. The Moon is blood-red tonight. Events are taking place in this strange house, the dark theater of the soul.



The Elder has asked you to come for a reason. You have special powers-you can see the butterfly shaped souls of those who reside here. You understand how it is to need an escape from the realities of the outside world.

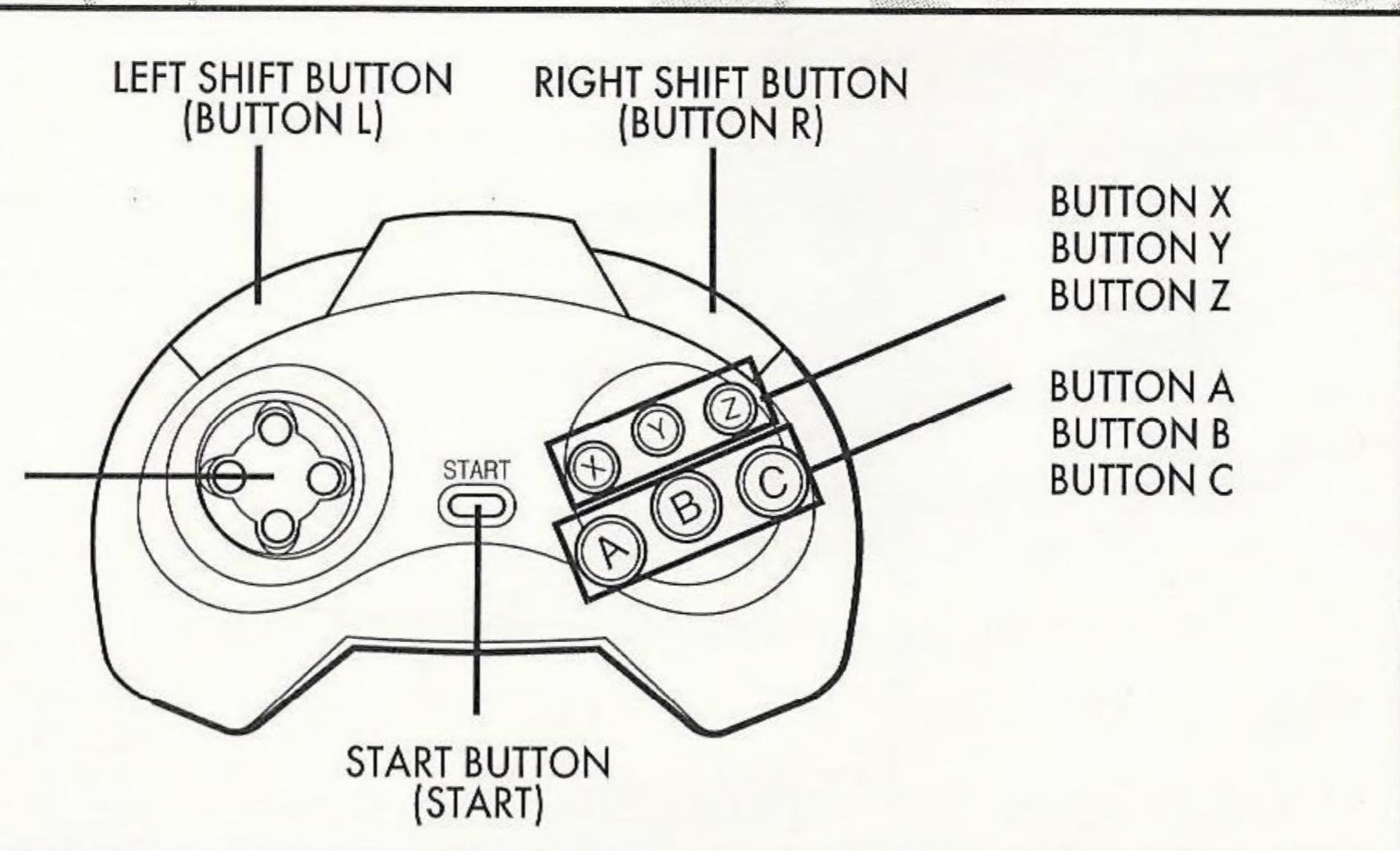


But even in this place, the mansion that grants its dwellers their every wish, there is a dark side. A hidden part, which will destroy the mansion from within if not stopped. The Elder is frightened by the omen of the blood-red Moon, and has asked for your help.



If you cannot reveal the hidden side of the mansion and stop its evil, the mansion and all those who live there will vanish. And what of your world? The mansion is connected to our world through our dreams. Our hopes and desires exist through the power of the Mansion, and if the Mansion falls, mankind's dreams will die.

The Controls



Directional Pad (D-Pad)

- Moves the cursor on the Title screen
- Moves you through the mansion
- Cycles through the objects you're carrying (press left or right)
- Opens diary (press up) and turns diary pages (press left or right)
- Examines and picks up objects (press up to zoom in on an object, and again to pick it up)

Start Button (Start)

- Starts the game

Button A

- Records Searches in the diary
- Uses objects you're carrying
- Answers "Yes" to questions

Button B

- Returns to the game from the objects list
- Declines to answer questions (in Hard mode only)

Button C

- Answers "No" to questions

Button X

- Displays the objects you're carrying

Note: Buttons Y, Z, L and R have no function in this game.

Enter The Mansion



After you turn on your Sega Saturn, the Sega logo appears, followed by the introduction screens. Press Start and *The Mansion of Hidden Souls* Title screen appears.

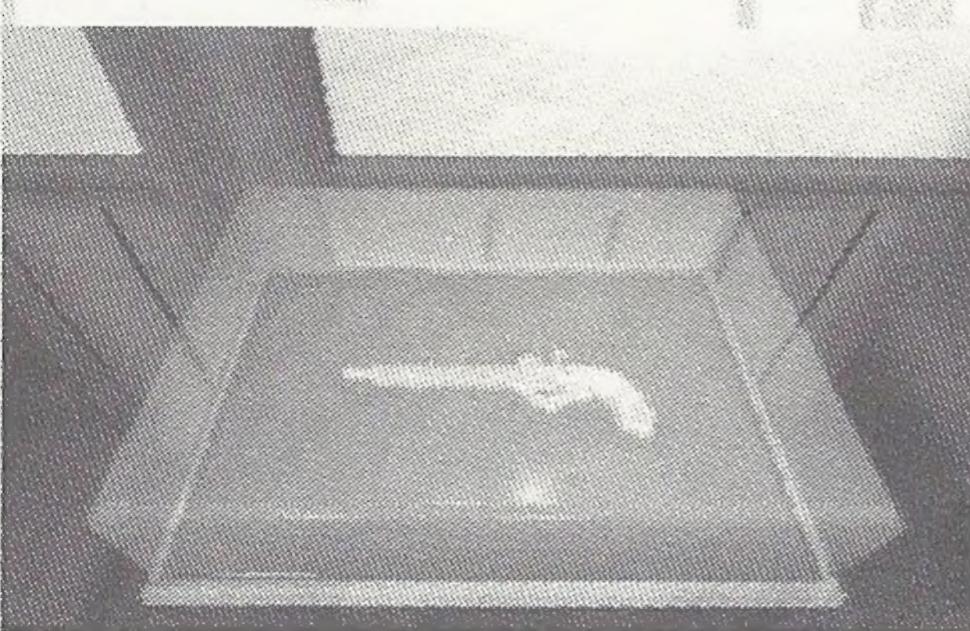
If you're starting out in the mansion for the first time, select **NEW GAME** and press Start.

If you've recorded previous searches in your diary (see page 8), highlight **CONTINUE** and press the D-Pad right to open the diary, and press to turn each page. When you find the page you want, press Button A to resume the search.

Exploring



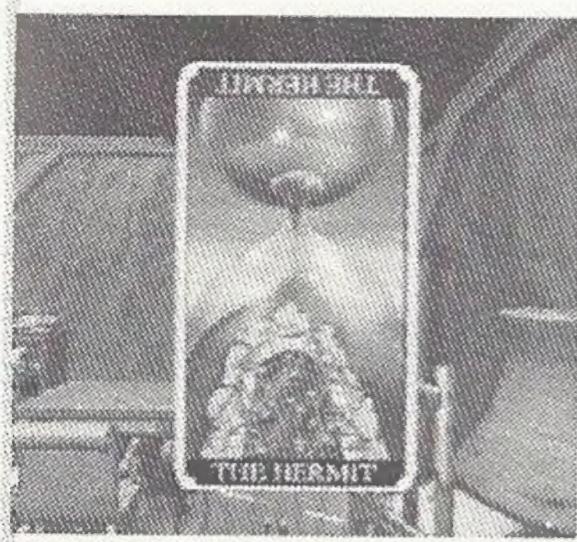
You will meet many lost souls before finding the one for whom you're searching. Listen carefully to the butterflies—the souls that inhabit the mansion. Without their help, you won't be able to solve the mystery. Search everywhere, and look closely at everything.



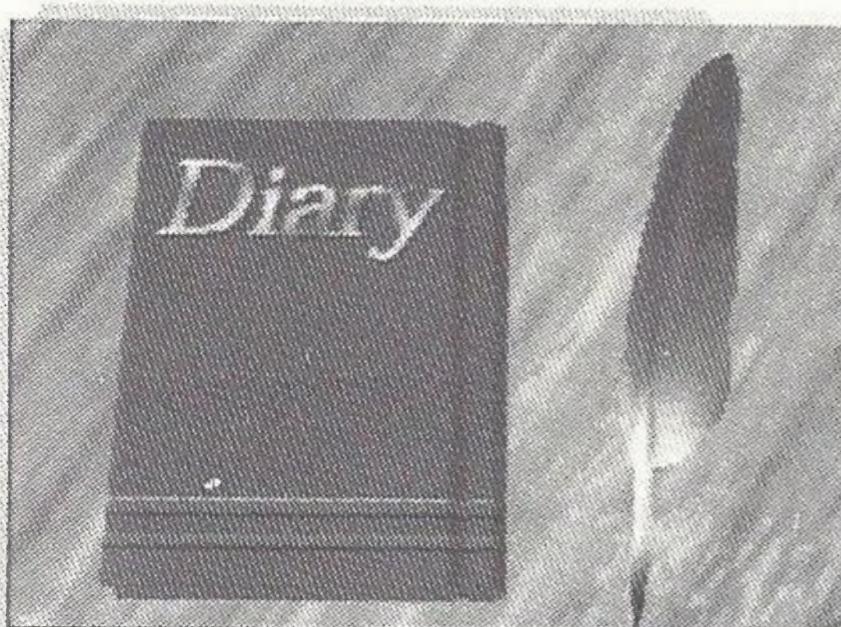
Use the D-Pad to move around. Press up to move forward, and left or right to move in those directions. If you're standing in front of an object, press up to take a closer look. Press up twice to pick up an object (if the object can't be picked up, the display returns to the normal view).

The souls are in the mansion for many reasons. Some to escape, others to hide. They have chosen the path of the butterfly, but they still have the souls of humans. You must be careful not to anger them or to frighten them—but you also need to find the truth. When you're asked questions, think before you answer. Your response to their questions will determine the fate of your dreams and theirs.

Objects For Answers



Once you have an object, you can try to use it at any time. Press Button X to display carried objects, and press again to scroll through them. When you find the object you're looking for, press Button C to use it.



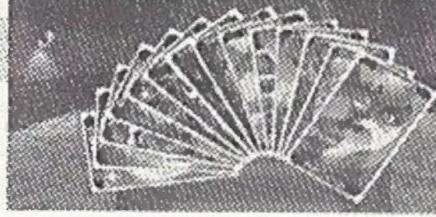
The diary is your recording device. Once you find it, you can record your search at any point. To save a search, go into the room where the diary is kept, and stand in front of the diary. Press the D-Pad up twice, then press right to open the diary. Press right again to turn a page. Press Button A to enter the search

on a page. You can save up to three searches in the diary, one search per page (be sure to remember the page numbers).

Note: If you want to save a new search and you've already used all three pages of the diary, you must save the new search over an old one.

Objects

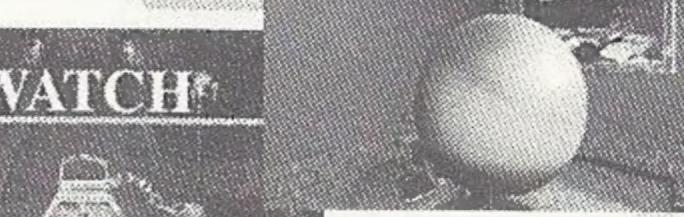
TAROT CARD



LIGHTER



GEMSTONE OF REBIRTH



Tarot Cards: The ancient holder of mysteries is one of the keys to the mystery of the blood-red Moon. Use these cards to reveal the nature of the souls in the mansion—divine the souls to divine your quest's direction.

Coin: You may need to barter for information at some point...

Lighter: Destruction is followed by discovery. Use this object to help you in the Search to discover the one who has stolen the *Book of the Moon*.

Pocket-watch: A gift of protection, passed from friend to friend.

Gemstone of Rebirth: This gem is used to stop the danger facing you and the Mansion. But will it uncover a deeper evil?

A Simple Guide To The Tarot

These cards are said to contain great truths, there for all to discover. The earliest deck still in existence was crafted in Italy in the 14th century, but there are references to cards of divination being used as far back as Ancient Egypt.

Some do not believe in the power of the cards to forecast changes in the future, or to uncover the hidden truths which surround us in our world. They do not believe because they haven't dared to open the door and look inside the mansion.

CARD NAME	MEANINGS
The World:	Synthesis of the Matter, Inertia
Judgement (Not Shown):	Final Decision, Taking Steps
The Sun:	Visible Force, Glory, Gain
The Moon:	Treachery or a Hidden Enemy, The Unconscious, Illusion
The Star:	Hidden Beginnings, Hope in Darkness
The Tower:	Imperfection, Unsound Thoughts or Actions, Collapse, Danger
The Devil:	Cravings, Urges, Vices
Temperance (Not shown):	Balance/Imbalance of Powers, Fusion
Death (Not shown):	Change, Transformation
The Hanged Man:	Sacrifice, Punishment, Loss
Strength:	The Higher Powers, Magic
The Wheel (Not shown):	Karma, Fortune, Fate
The Hermit:	Solitude, Hidden Energy
Justice:	Higher Laws, Adjustment, Treaties
The Chariot (Not shown):	Triumph Following Struggle, Victory
The Lovers:	Unification, Inspiration, Contradiction
The Hierophant:	Endurance, Teachings, Patience
The Emperor:	Conquest, Stubbornness, Vigor
The Empress (Not shown):	Fruition, Love, Beauty, Idleness
The High Priestess (Not shown):	Thought, Fluctuation, The Veil of Isis
The Magician:	The Will, Skill, Cunning, Occult Wisdom
The Fool (Not shown):	Freedom, Transcendence, Folly, Idiocy

LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90 day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number: 1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number: 1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Customer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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Meet BUG!, the hottest new 3-D action hero with a little talent, a bit of style and a big dose of ego. This is his big break! A starring role in a major motion interactive game.

The plot: Vicious widow Queen Cadavra has nabbed all his pals. BUG! has to save them before she eats them for lunch!

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Worm Digest

